0.0 CORE GAME RULES CHANGES v1.7

The following changes and errata apply to the core game rules that appear in the Blood Bowl Handbook. All of the other rules remain the same.

<<< Add the following 4th clause to the list of instructions for setting up a team: >>>

4. You must set up 11 players if you possible can. You may only set up less than 11 players if there are less than 11 players in your reserves box, and even then you must still set up as many players as you possibly can.

<<<Replace the second paragraph of 'Moving The Turn Marker' with the following: >>>

A coach who is called for illegal procedure must use up a re-roll immediately (this counts as using his re-roll for the turn). If he has already used a re-roll for the turn when the penalty is called, or he doesn't have any re-rolls left, then the opposing coach gains a re-roll. If a coach forgets to move the Turn marker, but can rectify his mistake before the opposing coach spots the error, then he cannot be called for illegal procedure. In addition, if a coach is correctly called for illegal procedure, this counts as use of a team re-roll for the turn.

<<< Add the following names for the results rolled on the Blocking dice on page 10 of the Handbook >>>

<Skull> Attacker Down

<Pow/Skull> Both Down

<Arrow> Pushed

<Pow/!> Defender Stumbles

<Pow> Defender Down

INJURY TABLE

<<< The Injury Table on page 11 of the Blood Bowl Handbook is replaced with this new version. Apart from that the core game rules are left unchanged. >>>

2D6	**Result**
2-7	Stunned – Leave the player on the field, but turn them face-down. All face-down players are turned face up at the *end* of their *next* team turn, even if a turn-over takes place. Note that a player may not turn face up on the turn they are stunned. Once face-up they may stand up on any subsequent turn using the normal rules.
8-9	KO'd – Take the player off the field and place them in the Dugout in the KO'd Players box. At the next kick-off, before any players are set up, roll for each of your players in the KO'd Players box. On a roll of 1-3 they must remain in the KO'd Players box and may not be used, although you may roll for them again next kick-off. On a roll of 4-6 you may return the player to the Reserves box and can use them as normal from now on.

10+	Casualty – Take the player off the field and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In leagues roll on the Serious Injury table to see exactly what has happened to the player.

<<< Add the following to 'Conceding The Match' >>>

If a match is tied at the end of regular time, then it may end in a tie if both coaches agree to end the match. If one of the coaches wishes to carry on then their opponent must either concede or go to 'sudden death overtime'.

<<< Note that the Throw Team-Mate rules are now covered by simplified rules in the skills section >>>

1.0 EXTRA RULES (v1.5)

All of the following extra rules are optional. This means that both coaches must agree which extra rules (if any) they are going to use before the match starts. However, they are all highly recommended and you'll find that using them provides an even more exciting and interesting game without slowing down the mayhem and destruction much at all! Give 'em a try!

<<< Note that the rules for creating teams have their own section now (see 2.0), so this section Kicks-Off (ho ho) with the Kick-Off Table >>>

1.1 THE KICK OFF TABLE

All kinds of things can happen during a Blood Bowl match; one team or the other may make an inspired play, or raucous fans might throw a large heavy object (ie, a rock!) at one of the opposing team's players, or even invade the pitch!

The Kick-Off table is used to create these unforeseen but fairly common events. After both teams have set up and the football is placed on the pitch and it has scattered, the coach of kicking team rolls two dice and looks up the result on the Kick-Off Table. After applying any results called for, football lands in the square it scattered to, and then the kick-off proceeds as normal.

1.1.1 Selecting A Random Player

Many of the results on the Kick-Off table require that a coach 'select a random player'. In order to help you do this we have included a set of counters numbered from 1 through to 16. Each counter corresponds to the player with the same number on the Team Roster. To select one or more players at random, simply place the appropriate number of counters in a mug or similar opaque container, and then draw one or more counters from the mug as or when required.

1.1.2 The Fans

The number of fans that attend the match can affect several of the events on the kick-off table. In order to work out how many fans attend the match to support each team, each coach must roll three D6 and adds the result to his Fan Factor. Multiply the score by 2,000 to find the number of fans that have turned up to support the team. For example, the Low-Down Rats have a fan factor of 5. 3D6 are rolled to see how many fans attend.

The dice rolls are 2, 2 and 1, adding in the Fan Factor of 5 giving a total of 10, which means that 20,000 rats fans have turned up for the match.

No one interacts with a game of Blood Bowl like the fans. The number of fans supporting your team can easily effect which team wins or losses as their cheers spur extraordinary effort from your players or a well aimed rock filled can of Bloodweiser forever removes an opposing star. To represent the effect of the fans on a match each team has a *Crowd Effect modifier* (sometimes abbreviated to CEM) that can affect some of the results rolled on the Kick-Off table. If the roll for the gate means that your team is being supported an equal number or fewer fans than the opposition, then your Crowd Effect modifier for the match is zero. If you have more fans attending the match than your opponent, your Crowd Effect modifier is +1 for the match. In the exceptional case that your team has drawn in twice as many or more fans than your opponent, your Crowd Effect modifier for the match will be +2 instead.

KICK-OFF TABLE

2 Get the Ref! The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that for the rest of the half he will not send players from either team off for making a foul or ban players using secret weapons.

3 Injury Time: The referee checks his watch. Roll a D6. On a roll of 1-3 the ref's watch is fast, and so both teams turn markers are moved *forward* along the turn track a number of spaces equal to the dice roll. If this takes the turn marker past turn 8, then the half ends immediately. On a roll of 4-6 the ref's watch is slow, and both teams turn markers are moved one space *back* along the track. The turn marker may not be moved back before turn 1; if this would happen do not move the Turn marker in the either direction.

4 Perfect Defence: The kicking team's coach may reorganise his players - in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.

5 Go-Go-GO!: The offence start their drive a fraction before the defence are ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.

6 Cheering Fans: Each coach rolls a D3 and adds their team's Crowd Effect modifier (see 1.1.2) and the number of cheerleaders the team has to this total. The team with the highest score is inspired by their fans cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.

7 Changing Weather: Make a new roll on the Weather Table. If you roll a 'Nice' result then the weather becomes nice if it was not already, and in addition a gentle gust of wind makes the football scatter one extra square in a random direction. Any other roll results in the weather changing to the result rolled on the weather table, but the football does not scatter an extra square.

8 Brilliant Coaching: Each coach rolls a D3 and adds their Crowd Effect Modifier (see 1.1.2) and the number of assistant coaches on the team to the score. The team with the higher total gets an extra team re-roll this half thanks to the brilliant training provided by the coaching staff. In the case of a tie both teams get an extra team re-roll.

9 High Kick: The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.

10 Blitz!: The defence start their drive a fraction before the offence are ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn where any player not in an enemy tackle zone may take an action. Players in an enemy tackle zone at the beginning of this free turn may not perform an action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.

11 Throw A Rock: An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their Crowd Effect Modifier (see 1.1.2) to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No armour roll is required.

12 Pitch Invasion: Both coaches roll a D6 for each opposing player on the pitch and add their Crowd Effect modifier to the roll. If a roll is 6 or more after modification the player is Stunned.

<<< The rest of this section up to fouls is unchanged, except that they will get a case point number. Eg, The Weather becomes 1.2 The Weather, etc.) >>>

1.8 FOULS, OR KICKING PLAYERS THAT ARE DOWN

Attacking players that have been knocked down is, of course, strictly against the rules. However, despite the large number of ways in which a player can attack another legally, many resort to the time-honoured tradition of kicking a man when he's down. The referee is supposed to spot and penalise players who use such underhand tactics but unfortunately, when something nasty happens on the field, the referee is often looking the other way and misses the foul altogether. No wonder the crowd constantly harangues the referee!

Normally, players that are prone cannot be attacked. However, when you use the foul rule (and believe me, it *is* a foul rule!), one player per turn is allowed to take a *Foul action*. This allows the player to move a number of squares equal to his MA, and then make a *Foul* against an opposing player who is both prone and in an adjacent square. The coach nominates the victim of the Foul, and then makes an armour roll for him. <<< Note that the +1 modifier no longer applies >>> Other players may provide offensive and defensive 'assists' for the Foul, in exactly the same manner as they would do for a Block (see 1.5 Assisting A Block). Each offensive assist adds 1 to the armour roll, and each defensive

assist subtracts 1. If the score beats the victim's armour value they are injured, and a roll is made for them on the Injury table.

1.8.1 The Referee

Referee's do occasionally spot a player making a foul and send them off the field, although this is quite a rare occurrence (how would you like to tell a five foot wide Black Orc blocker that he's out of the match?!?!) To reflect this, if the Armour or Injury roll is a double (ie, two 1s, or two 2s, etc), then the referee has spotted the foul, and the player taking the Foul action is sent off to the dungeon that lies under every Blood Bowl pitch. A player who is sent to the dungeon is locked up and may not play for the rest of the match, even if the referee is subsequently 'got' by the crowd as a result of a roll on the kick-off table. In addition, his team suffers a turnover and their turn ends immediately. A coach may not replace a player who has been sent off until after a touchdown has been scored or the half ends.